

CONVENTIONS CARD

Category:



Federação Portuguesa de Bridge

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NATURAL BASIS

1♣ = 3+ cards
1♥/1♠ = 5+ cards
1♦ = 3+ cards (3 cards only if 4432)
1NT = 11-13 H, BAL, may have 5 cards Maj

OPENING BIDS THAT MAY REQUIRE DEFENSE

Aggressive 1-suit opn's:
Rule of 20 in any seat
Rule of 18 in 3rd seat
Rule of 15 in 4th seat
2♣ = MULTICOLOR (3 cases, see next page)
2♦ = 2-suiter ♥+other, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)
2♥ = 2-suiter ♠+min, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)
2♠ = 2-suiter min's, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)
2NT = 20-22 H BAL, may have 5-cards Maj
3NT = PRE in ♣ or ♦
3/4-suit = Natural, PRE

F2s

SLAM APPROACH

Suit control (1st order control first), after fit declaration in a GF situation
4NT = BW (4 A's → 30/41/2) / RKC (5 keys → 30/41/2 no trump Q/2+trump Q)
4♣ over 1NT PTNR opn or intervention = GERBER (4 A's → 30 / 41 / 2)
For BW, GERBER, RKC or REDWOOD, if RHO interferes → DOPI / ROPI:
X/XX is D=0 (or 3), PASS is P=1 (or 4), next suit is 2
3♣ / 3NT over BERGEN support = TURBO-MATHE = asks for 2 keys

OTHER

1/1 = F1, by RESP or OPN (unless initial pass), UP-THE-LINE
2/1 = F1 (but NF if RHO X PTNR opn, or advancing to overcall by PTNR)
4th suit = GF, for PTNR
CueBid = F1
WJS (Weak Jump Shift) = NF
Over 1min opn → INVERTED MINORS + NEW MINOR FORCING + CRISS-CROSS
Over 1Maj opn → BERGEN + JACOBY 2NT + SPL + JORDAN-TRUSCOTT 2NT
Over a Maj single raise → 3-WAY GAME TRIES
Over 1NT opn → KERI responses over 1NT
Over 2NT opn → PUPPET STAYMAN + Transfers to Maj
Other: CAPPELETTI + ADAPTABLE TRANSFERS III + SKUULL + Modified DIXON over MULTICOLOR + PORTUGUESE 2-SUITERS + Sys ON / Sys OFF escape strategy over 1NT doubled by OPPT + LTC + Law of Total Tricks + SST & WP + Hand Evaluation

PSYCHICS

Rarely

COMPETITIVE BIDDING

Take-out X: May be lower than opn X followed by suit = 1-suiter, 17+ HD X followed by NT = BAL, guard, 18+ H
Advances to Take-out X: Suit without jump = natural, 0-9 H Suit jump = natural, 8+ H with 5 cards, 10+ H with 4 cards
RHO bids in support: X = RESPONSIVE Suit = NF, nat., positive hand NT = Guard, NF CueBid = F1
RHO XX: Bid suit ONLY with distinct preference
RHO bids other suit or NT: X = PENALTY Suit = NF, nat., positive hand NT = Guards, NF CueBid = F1

Overall in a suit: Natural, 5+ cards, 8-16 HD (6-8 LT's)
Advances to Overcalls by Partner: Raise = PRE New suit = natural, NF if above level 1 NT = NF, 1NT=6-10 H, 2NT=11-12 H, +guard, misfit if Maj opn CueBid = F1, normally 11+ H, presumably fit New suit SINGLE jump (also cuebidding) = SPL, 4+ fit, GF if Maj X (if RHO intervenes) = PENALTY (if NT/new suit) or RESPONSIVE (if support raise)

1NT Overall: Guard, 15-17 in 2nd, 11-14(16 over Maj) in 4th
Advances to 1NT Overall: System ON (as over 1NT opn)

Overall over 1NT → CAPPELETTI: 2♣ = unknown 1-suiter 2♦ = both Maj's 2♥/2♠ = ♥/♠ + min 2-suiter 2NT = both min's 3-suit = NF, nat., 6+, opn values 4-suit = NF, natural, 7+ cards 3NT / 4NT = 6/6+ in Maj's / min's X = penalty (2nd = 16+ H; 4th = 12+ H) → System ON for advances
Overall over MULTICOLOR → Modified DIXON: X = either 13-15 BAL, or any 20+ H 2♥/♠ = NF, natural, 5+ cards 2NT = 16-19 BAL, may have 5c Maj 3 any = NF, 12-16 H, good 6+ cards 3NT / 4Maj / 5min = to play 4♣ = strong Maj + min 2-suiter 4♦ = strong Maj's 2-suiter 4NT = strong min's 2-suiter

Advances to X: 2Maj = limited, 4+ cards 3Maj = natural, GF 4Maj/3NT/5min = to play
Over 2♦-P-2Maj: X = take-out, ltd 2♠ = nat, ltd 2NT = min's 3♣ = St take-out
3min = natural, 8+ H 2NT = PUPPET to 3♣, then P/3♦ = weak, 3Maj = INV

Overall over NATURAL WEAK-2 or POLISH 2-suiters: X = take-out, opn values or + 2NT = NF, 16-19 H BAL, guard, may have 5c Maj → 3♣ = PUPPET STAYMAN Suit without jump = NF, natural, good 5+ cards, opn values CueBid = suit immediately below OPPT opn + one of other two PORTUGUESE 2-SUITERS like 3NT = 2 suits immediately above OPPT opn

2-suiters interventions → PORTUGUESE 2-SUITERS: 2NT / 3NT → 2 suits immediately above OPPT opn CueBid → Suit immediately below OPPT opn + one of other two In either case: 5+/5+, 6-10 H (7- LTs) or 13+ H (5- LTs)

Partner's 1-suit opn → Reaction to RHO intervention ADAPTABLE TRANSFERS III: Over 2♣: PASS = nothing to say, X = PUPPET to 2♦, other = KERI X = STAYMAN, or request for guards if intervention = both Maj's Any bid up to CueBid, including = TRANSFER to next suit If 2♠ → 2NT = balanced, INV, guard If 2NT → puppet forcing 3♣ by Opener After: PASS = weak with ♣, 3♦/3♥/3♠/3NT = long suit, GF If next suit is "available" = real transfer (5+ cards) If next suit is "not available" (i.e., declared by OPPT): If Maj suit(s) available = STAYMAN (4 cards Maj) + guard If Maj suits NOT available = requests guards in Maj's Suit JUMP = Natural, strong, GF

Partner's 1-suit opn → Reaction to RHO suit overcall: Support = enough fit, NF X = NEGATIVE thru 4♦ overcall NT = NF, 1NT=6-10 H, 2NT=11-12 H, +guard, misfit if Maj opn CueBid = F1, exploratory, may have fit or not New suit, without jump = F1, 5+ cards, 6+ H level 1, 10+ H level 2 or 3 New suit SINGLE jump (also cuebid) = SPL, 4+ cards fit, GF if Maj fit

Partner's 1-suit opn → Reaction to RHO Take-out X: 1-suit = natural, 6+ H, F1 2-suit = natural (long), misfit, 10- H, NF 1NT = 8-10 H, no fit, guard OPPT Maj, NF Support (any level) = enough fit, NF New suit SINGLE jump = SPL, 4+ cards fit, GF if Maj fit
Over 1Maj opn: XX = 10+ H, no fit (maximum 3 cards with 10-11 H) 2NT = 10+ H, fit, INV or better (JORDAN-TRUSCOTT)
Over 1min opn: XX = 10+ H, may have fit 2NT = 11-12 H BAL, enough fit, guard OPPT Maj, INV (NT or suit)

Partner's 1-suit opn / interv. → Reaction to OPPT 2-suiter → SKUULL: X = penalty NT = natural, guard(s), INV / proposal Support = fit, NF Own suit without jump = natural, 5+ cards, NF New suit SINGLE jump (also cuebid) = SPL, 4+ cards fit, GF if Maj fit SK = single CueBid (if RHO identified ONE suit only) = F1, misfit, 2-suiter in other 2 suits, strong OR good hand w/ fit, INV (or better) UU = Upper CueBid = Upper-Upper = pointing to higher suit of "our" 2-suiter LL = Lower CueBid = Lower-Lower = pointing to lower suit of "our" 2-suiter If UU or LL: If pointing to Partner's suit = F1, fit, INV (or better) If pointing to own suit = F1, strong, 5+ cards, almost GF

Partner's 1NT or PASS → Reaction to OPPT 2-suiter → SKUULL: Suit = 5+ cards X = Take-out for "our" 2 suits if Partner PASSED Penalty if Partner bid INT UU = Upper CueBid = 5+ cards in "our" HIGHER suit, 4+ in lower LL = Lower CueBid = 5+ cards in "our" LOWER suit, 4 in higher

Jump overcall → Natural, 6 cards, PRE In PASSOUT position → 6 cards, opn values
Advances: New suit = natural, F1 if unpassed hand, otherwise misfit & NF CueBid = F1, exploratory Raise = NF, PRE

Balancing → May be ~1K lower than normal

		DOUBLES	Examples (up to):
1 st bid	TAKE-OUT X – thru 4♥		4♥ X
	PROTECTIVE X – Take-out X in balancing seat: 8+ H – thru 4♥	X	4♥ - -
by RESP	NEGATIVE X – thru 4♦	1x	4♦ X
	RESPONSIVE X – thru OPPT bid allowing PTNR bid BELOW game in one of our suits	1x	X/suit nx
by OPN	SUPPORT X / XX = 3 cards fit, if RHO interferes over PTNR's response – thru 3<y	1x	- 1y/2y 3<y/X
	REOPENING X – thru OPPT bid allowing response in opn at level 2	1x	<2x - -
by any	COMPETITIVE X – thru 3♣		
	PENALTY X – Rule of 10 LEAD DIRECTING X		

LEADS AND SIGNALS			
OPENING & SUBSEQUENT LEADS (new suits)			
vs Suit	→ 1st/3rd/5th, 2nd if 3+ spots (MUD)		
vs NT	→ 1st/3rd/5th, top of inner sequence, 2nd if 3 or 4 spots (MUD)		
LEADS	Card	Vs Suit	Vs NT
	Ace	Ax, AKx, AKJ10x	Ax, AKx, AKJx
	King	AK, KQ(+), KQJ(+)	AKJT(+), KQJ(+)
	Queen	QJ(+), Qx	QJ(+), AQJ(+)
	Jack	J10(+), Jx	Jx, J10(+), AJ10(+), KJ10(+)
	10	10x, 109(+)	10x, 109(+), A109(+), K109(+)
	X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xxxX
SIGNALS		Declarer's lead	Partner's lead
	NT or Suit	Counting (hi/low = even)	Odd = ENCRG Even = Suit pref.
	Trumps or 1st suit played by declarer in NT → SMITH-ECHO		

• ADV = Advancer • BAL = Balanced • BW = Blackwood • DBL / X = Double • DISCG = Discourage (ing) • ENCRG = Encourage (ing) • F1 = Forcing 1 round • GF = Game forcing
• H = High Card Points (HCP) • HD = HCP + Distribution • INV = Invitational • ltd = limited hand • LTs = Losing Tricks • Maj = Major • min = Minor • NF = Not forcing • OPN = Opener • opn = Opening bid • OPPT = Opponent(s)
• PTNR = Partner • PRE = Pre-emptive • RDBL / XX = Redouble • RESP = Responder • RHO = The opponent on your right • RKC = Roman KeyCard Blackwood • SPL = Splinter • St = strong (5- LTs) • we = Weak, 6+ LTs • WJS = Weak Jump Shift

1.	2.	3.	Opn DESCRIPTION	RESPONSES	Exceptions in 1 st responses to 1-suit	SUBSEQUENT ACTION	W/ passed hands
1-suit	1♣	3	Natural, 3+ ♣ 14+ H if BAL (INT=11-13 H)	1-suit = F1, natural, 4+ cards, 6+ H 1NT / 2NT / 3NT = 8-10 / 11-12 / 13+ H, no 4-cards Maj 2♥ / 2♠ = WJS, 6+ cards, 0-6 H 2♣ / 3♣ = INVERTED MINORS 3♦ / 3♥ / 3♠ = SPL: GF, 5 cards fit, no 4-cards Maj 2♦ = CRISS-CROSS 4♦ = REDWOOD	IF OPPT bid or X, before or over PTNR: → WJS are OFF (either 1min or 1Maj); → INVERTED and JACOBY 2NT are OFF (1Maj); → INVERTED MINORS are OFF (1min); → New suit SINGLE jump = SPL, 4+ fit, GF if Maj. But CRISS-CROSS is ON if 1min opn is X. REVERSES – good hand, F1 if jump by OPN, GF by RESP Fast Arrival & Picture Bidding	1x - 1y[2y]; 1NT[2NT] = 14-16 H BAL / 1x - 1y[2y]; 2NT[3NT] = 17-19 H BAL 1min - 1(♥♠); 1NT - 2-OTHER-min → NMF (NEW MINOR FORCING) NMF = F1, 5 cards Maj, 10+ H, INV or better Responses (by priority): 2/3 Maj Raise = 3 cards fit, min/max 3min = 5+ cards min 2NT = guard	INVERTED MINORS is ON even w/ passed hand
	1♦	3	Natural, 3+ ♦ 14+ H if BAL (INT=11-13 H)	1-suit = F1, natural, 4+ cards, 6+ H 2♣ = F1, natural, 4+ cards, 10+ H 1NT / 2NT / 3NT = 6-10 / 11-12 / 13+ H, no 4-cards Maj 2♥ / 2♠ = WJS, 6+ cards, 0-6 H 2♦ / 3♦ = INVERTED MINORS 3♥ / 3♠ / 4♣ = SPL: GF, 5 cards fit, no 4-cards Maj 3♣ = CRISS-CROSS 4♥ = REDWOOD		Rebids to INVERTED MINOR (1♣-2♣, 1♦-2♦ = fit, 10+ H, no Maj 4 cards): 2NT / 3NT = both Maj's guarded, 14- / 14+ H Suit JUMP = SPL, GF 2Maj = guard OTHER Maj, 14- H OTHER min = 14+ H, guard ONE Maj only 4♦ over 1♣-2♣, 4♥ over 1♦-2♦ → REDWOOD (5 Keys, 30/41/2+Q) CRISS-CROSS: 1♦-3♣ / 1♠-2♦ = fit, no 4 cards Maj, 10-12 H in min's	
	1♥	5	Natural, 5+ ♥ 14+ H if 5332 (INT=11-13 H)	1♣ / 2♣ / 2♦ = F1, natural, 4+ cards, 6+ (10+ level 2) H 1NT = 6-10 H, no fit 2♥ = 3 cards fit, 6-9H 2NT = JACOBY: 4 cards fit, 13+ H, GF+SlamTry, asks for shortness 3♣ / 3♦ / 3♥ = BERGEN support: 4 cards fit, 8-10 / 10-12 / 0-8 HD 2♠ = weak = WJS, 6+ cards, 0-6 H 3♠ / 4♦ = SPL: GF, 9-12 H, 4 cards fit, shortness in suit declared		Rebids after a JACOBY 2NT: (If OPPT intervention: general rules for rebids) • 3-suit = singleton / void • 3-raise = maximum opn, no shortness, good suit • 3NT = maximum opn, no shortness, bad suit • 4-raise = not maximum, no shortness • 4-suit = good 5 cards second suit (shortness in one of the unbid suits) But: 1♥ - 2NT; 4♠ = 17+ HD, 6♥'s + 4♠'s	EXCEPTIONS: If Maj = ♥ statements in ♦ declared in NT
	1♠	5	Natural, 5+ ♠ 14+ H if 5332 (INT=11-13 H)	2♣ / 2♦ / 2♥ = F1, natural, 4+ cards, 10+ H 1NT = 6-10 H, no fit 2♠ = 3 cards fit, 6-9 H 2NT = JACOBY: 4 cards fit, 13+ H, GF+SlamTry, asks for shortness 3♣ / 3♦ / 3♠ = BERGEN support: 4 cards fit, 8-10 / 10-12 / 0-8 HD 3♥ = weak = WJS, 6+ cards, 0-6 H 4-suit = SPL: GF, 9-12 H, 4 cards fit, shortness in suit declared		3-WAY GAME TRIES – over a 1Maj single raise: • 3Maj = either INV w/ bad trumps, or PRE • 3 new suit = 10+ cards 2-suiter, concentrated H (if Maj=♥, 2NT=6+4 in ♥+♠) • Bid immediately above (2♠ ov. 2♥, 2NT ov. 2♣): If minimum, bid 3Maj - If maximum, bid game or flag A/K above 3Maj If intermediate, which suit you wouldn't like a shortness in my hand? (if Maj=♥, ♠ = 2NT)	
INT		2	11-13 H BAL, may have 5 cards Maj <u>X over OPPT 1NT</u> : Same strength as OPPT 1NT System ON (KERI) If RHO X over PTNR 1NT opn: Sys ON / Sys OFF for responses If RHO 2♣ overall: X = PUPPET to 2♦ Other = same meaning as KERI If RHO other overcall: X = penalty + ADAPTABLE TRANSFERS III	<u>KERI responses</u> : 2♣ = PUPPET forcing to 2♦ 2♦ / 2♥ = TRANSFER to ♥ / ♠, 4+ cards 2♠ = asking OPN strength 2NT = TRANSFER to ♣, 6+ cards 3♣/3♦/3♥/3♠ = GF, TRANSFER to shortness, 3-suiter, no 5 cards Maj 3NT = to play 4♦ / 4♥ = TRANSFER to ♥ / ♠, 6+ cards 4♣ = GERBER (4 Aces, 30 / 41 / 2) 4NT = Quantitative, Slam INV	After INT - 2♣, 2♦: PASS = weak, PUPPET = TRANSFER to ♦ 2♥/2♠/3♣/3♦ = INV, nat. (Maj=4+, min=6+) 2NT = GF, asking OPN shape 3♥/3♠ = GF, 5+ cards in ♥ and 4 in ♥/♠ 4♣ = GF, 5+/5+ cards in min's After a 3♥/3♦/3♥/3♠ response, rebid in SHORTNESS means maximum opn, with no points lost in PTNR's short suit Others are natural	After a 2♣ ask: 2NT = minimum / 3♣ = maximum Then, suit by RESP = GF, 6+ cards, asks RKC After a TRANSFER to Maj & correction by OPN: RESP: 2♠ after TRANSFER to ♥ = INV, 4/4+ 3-in-Maj = INV, 6+ cards 3-other-Maj = GF, 5/4+ cards 3-in-min = GF, 5+/5+ cards 2NT = F1, 5+ in Maj + 4 in undetermined min	
F2s	2♣	Depends	MULTICOLOR: (A) 6 cards in a Maj, 6-10 H, or (B) BAL 23+ H, or (C) Strong 1-suiter (1 trick below game)	2♦ = F1, relay n♥ / n♠ = NF, prefers other Maj Over a 2♦ / 2♥ / 2♠ response: 2NT / 4♣ (if not 2♠) / 4♦ rebids are natural LIMIT BIDS, NF (Over 2♠, 4♣ = strong ♥ 1-suiter, RKC)	Over 2♦ relay: 2♥/2♠ = weak 2 → Rule of 17 2NT = BAL, 23-25 H 3NT = BAL 25+ H, or 9 tricks 3suit = strong 1-suiter, TRANSFER to next suit → RKC responses (after: 4NT= K ask) Over n♥/ n♠ responses: PASS/Min. corr. to other Maj = weak 2 2NT / 3NT = BAL, 23-25 / 25+ H Other, suit = strong 1-suiter, in TRANSFER if 2♥/2♠ (RKC responses; after: 4NT= K ask), but natural if above (not RKC)	Over a 2NT first rebid, next responses are like after a 2NT opn In 4th seat: (A) = 10-14 H	
	2♦	5/5	2-suiter ♥+other, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)	2♥ = NF, weak, to play 2♠ = NF, weak, "not ♥, partner" 2NT = F1, relay, requests identification of 2nd suit & strength Other = NF, natural	Over 2♥: OPN continues only if hand is strong, bidding 2nd suit (2♠/3♣/3♦ = INV) Over 2♠: PASS/3♣/3♦ = 2nd suit, weak hand - 3♣/4♣/4♦ = 2nd suit, strong hand, INV Over 2NT: 3♣/3♦/3♥ = 2nd suit, weak hand (3♥ = ♥+♠) - 3♣/4♣/4♦ = 2nd suit, strong hand, INV	In 4th seat: 10-13 H (7- LTs) or 17+ H (5- LTs)	
	2♥	5/5	2-suiter ♠+min, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)	2♠ = NF, weak, to play 3♣ = NF, weak, "not ♠, partner" 2NT = F1, relay, requests identification of 2nd suit & strength Other = NF, natural	Over 2♠: OPN continues only if hand is strong, bidding 2nd suit (3♣/3♦ = INV) Over 3♣, OPN passes or corrects if weak hand, bids 4♣/4♦ (= INV) if strong hand Over 2NT, OPN identifies 2nd suit: 3♣/3♦ if weak hand, 4♣/4♦ if strong hand		
	2♠	5/5	2-suiter min's, 5+/5+, 6-10 H (7- LTs) or 13-16 H (5- LTs)	n♣ / n♦ = NF, to play (INV if n=4) 2NT = F1, relay, requests identification of strength & shortness Other = NF, natural	Over n♣/ n♦, OPN continues bidding only if hand is strong Over 2NT: 3♣ = weak hand – RESP passes or corrects to ♦ 3♥ / 3♠ = strong hand, shortness in declared suit		
2NT		2	20-22 H BAL, may have 5-cards Maj If RHO X → System ON If RHO 3♣ → X=PUPPET STAYMAN If RHO other overcall → X = penalty	3♣ = PUPPET STAYMAN, GF, MAY have 4 cards Maj 3♦ / 3♥ = TRANSFER to ♥/♠ 3♠ = GF, 5 cards in ♠ + 4 cards in ♥ 4♣ / 4♦ = GF, natural, 6+ cards, no 3+ cards Maj, SlamTry 4NT = BW (4 Aces, 30 / 41 / 2) 5NT = Quantitative, Slam INV	Rebids to 3♣ PUPPET STAYMAN: After 3♣ PS and 3♦ rebid: 3♦ = one or both Maj w/ 4 cards 3♥ = NOT 4-cards ♥ 3♥/3♠ = 5 cards 3♠ = 4-cards ♥, NOT 4-cards ♠ 3NT = no long Maj 3NT = BOTH Maj w/ 4-cards 4♥ = 5+/5+ Maj's, SlamTry Over ANY rebid after 3♣ PUPPET STAYMAN: 4♣ = 5+/5+ min's / 4♦ = 6+ ♣ or ♦, SlamTry	Rebids to 3♦/3♥ TRANSFER to ♥/♠: 3Maj = 2 or 3 cards 4Maj = 4 cards fit, no doubleton 3NT = NEGATIVE refusal: 2 cards fit, 5 cards OTHER Maj Other suit = POSITIVE refusal: doubleton, 4 cards fit	
3-suit		7	PRE, natural	New suit = natural, GF		In 4th seat: Close to opening values	
3NT	☑	7	PRE in ♣ or ♦ (AKQxxxx, no side entry)	4♣ = STOP in OPN's suit Any other = natural, GF		In 4th seat: To play	
4-suit		7	PRE, natural	New suit = natural, GF		In 4th seat: Strong hand	